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WHAT IS CLAIMED IS:

- Sub. a9> 1.* A gaming method, comprising:
receiving, from a first client terminal, a purchase request for at least one wager;
determining the results of the at least one wager; and
storing the results of the at least one wager in a database;
- 5 receiving, from a second client terminal, a request to reveal the results of the at least one wager; and
sending the results of the at least one wager to the second client terminal.
2. The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a purchase amount.
3. The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a purchase amount and a denomination value.
4. The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a number of wagers and a denomination value.
5. The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a purchase request from a client terminal located at a facility.

Sub. a10> 6. The method of claim 1, wherein receiving, from a second client terminal, a

request to reveal the results of the at least one wager includes receiving, from a second client terminal, a request to reveal the results of the at least one wager via an online network.

7. The method of claim 1, wherein sending the results of the at least one wager to the second client terminal includes sending the results of the at least one wager to the second client terminal via an online network.

Sub. a¹> 8. A gaming method, comprising:

receiving, from a client terminal, a purchase request for a plurality of wagers;
determining the results of each of the plurality of wagers; and
storing each of the results of the plurality of wagers in a database without sending the results of the wagers to the client terminal.

5 9. The method of claim 8, further comprising:

receiving, from a second client terminal, a request to reveal the results of each of the plurality of wagers; and
sending the results of each of the plurality of wagers to the second client terminal.

Sub. a²> 10. A gaming method, comprising:

receiving, from a first client terminal, a patron identifier identifying a patron;
receiving, from the first client terminal, a purchase request for at least one wager;
debiting the account balance of a patron account corresponding to the received patron

5 identifier based on the received purchase request;

determining the result of the at least one wager;

storing the result of the at least one wager in a database;

receiving, from a second client terminal, the patron identifier identifying the patron and a request for the result of the at least one wager; and

10 sending, to the second client terminal, the result of the at least one wager.

11. The method of claim 10, further including sending, to the first client terminal, a selection menu including an option to purchase at least one wager.

12. The method of claim 10, wherein receiving, from the first client terminal, a purchase request for the at least one wager further comprises:

receiving, from the first client terminal, a selection for the option to purchase at least one wager;

5 requesting, from the first client terminal, information for the purchase of the at least one
wager; and

receiving, from the first client terminal, information for the purchase of the at least one wager.

13. The method of claim 10, wherein receiving, from the first client terminal, a purchase request for the at least one wager comprises receiving from the first client terminal a purchase amount.

14. The method of claim 13, wherein receiving, from the first client terminal, a purchase request for the at least one wager comprises receiving, from the first client terminal, a denomination value.
15. The method of claim 13, wherein debiting the account balance comprises subtracting the purchase amount from the account balance.
16. The method of claim 10, wherein storing the result of the at least one wager in a database comprises storing the result in a transaction history file in a patron account file corresponding to the received patron identifier.
- Sub.a3>* 17. The method of claim 10, wherein receiving, from a second client terminal, the patron identifier identifying the patron and a request for the result of the at least one wager comprises receiving, from a second client terminal, via an online network, the patron identifier identifying the patron and a request for the result of the at least one wager.
18. The method of claim 10, wherein sending, to the second client terminal, the result of the at least one wager comprises retrieving the result from the database and sending the result to the second client terminal via an online network.
19. The method of claim 10, further comprising using the result of the at least one wager to purchase additional wagers in a repetitive manner until the result is equal to zero.

20. The method of claim 10, further comprising requesting authentication data.

21. The method of claim 20, wherein requesting authentication data comprises requesting biometric data.

Sub, alt 4 22. A computer-readable medium containing instructions for causing a computer to perform a gaming method, comprising:

receiving, from a first client terminal, a patron identifier identifying a patron;

receiving, from the first client terminal, a purchase request for at least one wager;

debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining the result of the at least one wager;

storing the result of the at least one wager in a database;

receiving, from a second client terminal, the patron identifier identifying the patron and a request for the result of the at least one wager; and

sending, to the second client terminal, the result of the at least one wager.

23. A gaming system, comprising:

a plurality of client terminals, each including

means for receiving, from a patron, a patron identifier identifying a patron and a purchase request for a plurality of wagers, and

means for transmitting the patron identifier and the purchase request; and

a server, connected to each of the plurality of client terminals, and including
means for receiving, from the plurality of client terminals, the patron identifier
purchase request,
means for debiting the patron account corresponding to the patron identifier in
e to the purchase request,
means for determining results of the plurality of wagers, and
means for storing the results of the plurality of wagers.

24. The system of claim 23, wherein the means for debiting also receives authentication data.

25. The system of claim 24, wherein the authentication data includes biometric data.

A gaming system, comprising:

a plurality of client terminals, each including
an identification component for receiving, from a patron, a patron identifier
identifying a patron,
an output device for displaying a selection menu including an option to
purchase a plurality of wagers,
an input device for receiving, from a patron, a purchase request for a plurality
of wagers, and

a first communications device for transmitting the patron identifier and the
10 purchase request; and

a server, connected to each of the plurality of client terminals, and including

a second communications device for receiving, from the plurality of client
terminals, the patron identifier and the purchase request,

a communications component for debiting the patron account corresponding
15 to the patron identifier in response to the purchase request,

a wagering component for determining the results of the plurality of wagers,
and

a database for storing the results of the plurality of wagers.

27. A gaming system, comprising:

a plurality of on-site client terminals for receiving a wager purchase request;

a server, connected to each of the plurality of client terminals for receiving wager
purchase requests, determining the results of the purchased wagers, and storing the results of the
5 purchased wagers; and

a plurality of off-site client terminals, connected to the server via an online network, for
retrieving the results of the purchased wagers from the server.

28. A gaming method, comprising:

receiving, from a client terminal, a patron identifier identifying a patron;

receiving, from the client terminal, a purchase request for a plurality of wagers;

debiting the account balance of a patron account corresponding to the received patron
5 identifier based on the received purchase request;
determining the results of each of the plurality of wagers; and
storing each of the results of the plurality of wagers in a database.

29. A computer readable medium containing instructions for causing a computer
to perform a gaming method, comprising:

receiving, from a client terminal, a patron identifier identifying a patron;
receiving, from the client terminal, a purchase request for a plurality of wagers;
debiting the account balance of a patron account corresponding to the received patron
5 identifier based on the received purchase request;
determining the results of each of the plurality of wagers; and
storing each of the results of the plurality of wagers in a database.

30. A server connected to a plurality of client terminals in a gaming system,
comprising:

means for receiving, from a first client terminal, a purchase request for at least one
wager;

5 means for determining the results of the at least one wager;
means for storing the results of the at least one wager;
means for receiving, from a second client terminal, a request to reveal the results of the
at least one wager; and

means for sending the result of the at least one wager to the second client terminal.

31. A server connected to a plurality of client terminals in a gaming system,
comprising:

a communications component for receiving, from a first client terminal, a purchase request for at least one wager and for receiving, from a second client terminal, a request for the results of the at least one wager;

5 a wagering component for determining the results of the at least one wager;
a database for storing the results of the at least one wager.

32. The server of claim 31, wherein the communications component further comprises a database interface for retrieving the results of the at least one wager from the database.

55. a4> 33. A server connected to a plurality of client terminals in a gaming system,
comprising:

means for receiving, from a client terminal, a purchase request for a plurality of wagers;

means for determining the results of each of the plurality of wagers; and

5 means for storing each of the results of the plurality of wagers;

wherein the server does not send the results of the wagers to the client terminal.

34. A server connected to a plurality of client terminals in a gaming system,

comprising:

a communications device for receiving, from a client terminal, a purchase request for a plurality of wagers;

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a wagering component for determining the results of each of the plurality of wagers;

and

a database for storing each of the results of the plurality of wagers;

wherein the server does not send the results of the wagers to the client terminal.

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